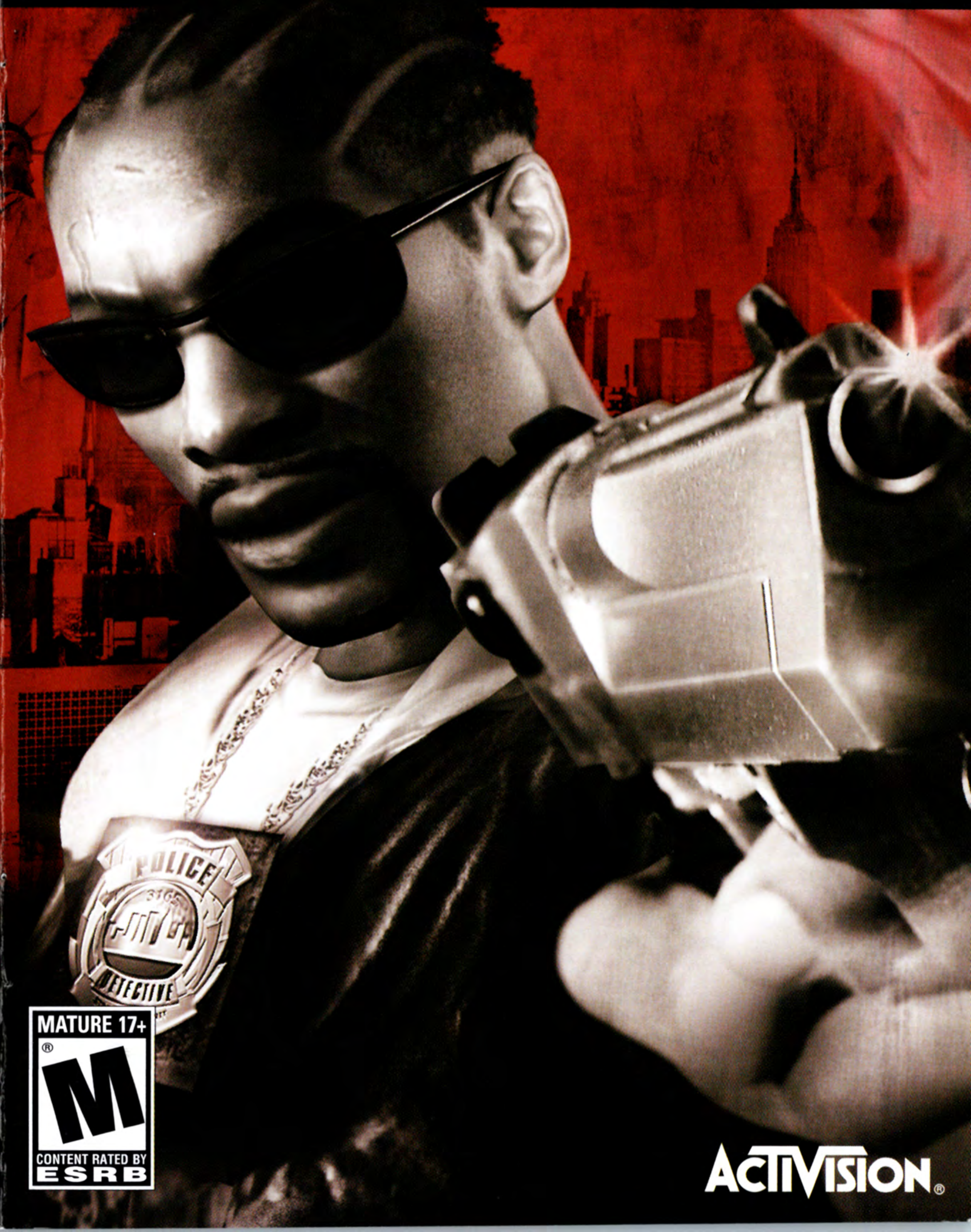
TRUE CRIME®
NEW YORK CITY



MATURE 17+
M
CONTENT RATED BY ESRB

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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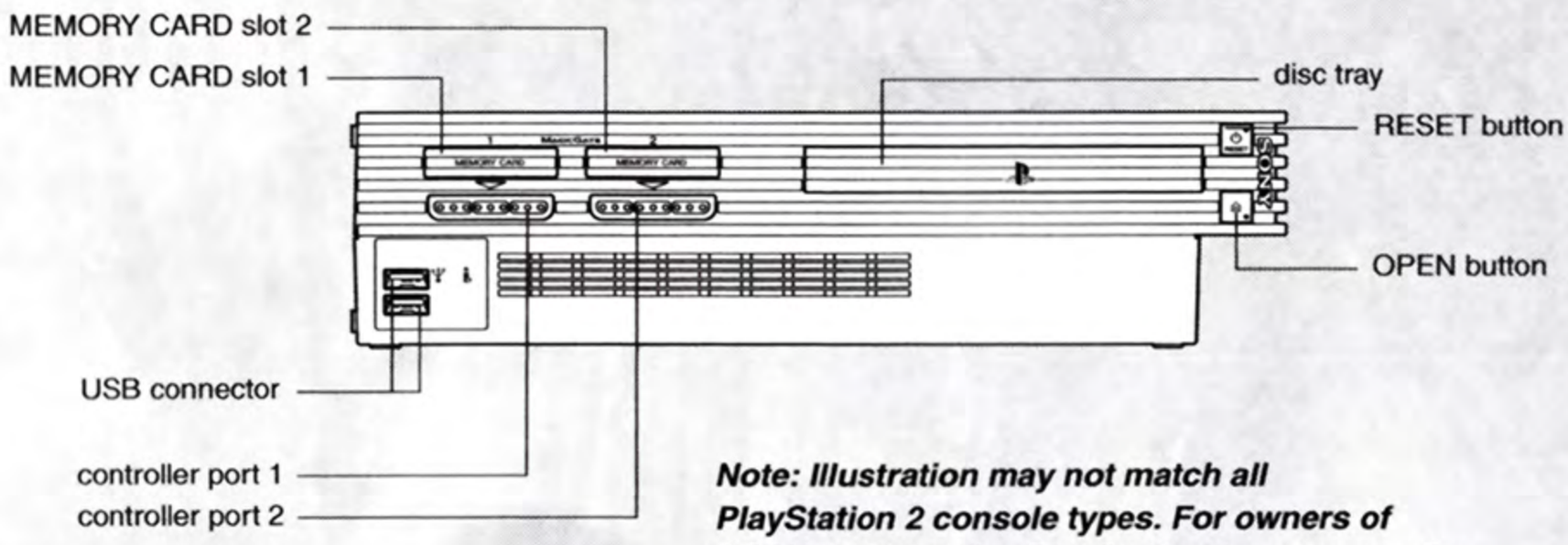
For more information on *True Crime®: New York City* visit:
www.truecrime.com

Click on the Manual Supplement link.

Getting Started



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *True Crime®: New York City* disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Welcome to NYC

True Crime®: New York City

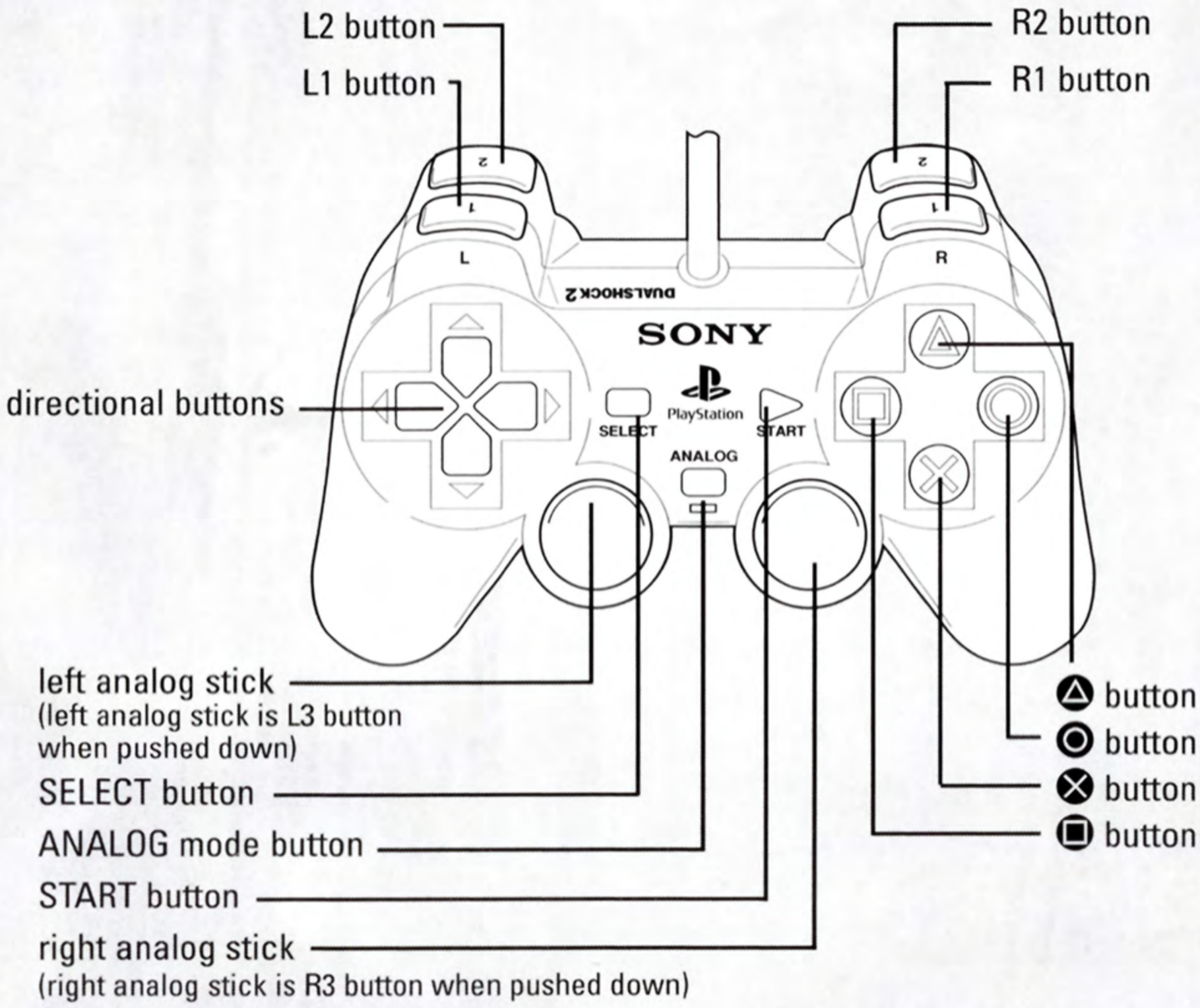
You are Marcus Reed, an undercover cop in the mean streets of New York City.

After a life of hard crime, you've turned to law enforcement, only to witness your mentor die in front of your eyes. Now, you must shake down New York's most powerful crime syndicates to track down the killer.

Juggling your cop duties and your rogue investigation into your mentor's murder, you find yourself caught in the middle of a deadly conspiracy. The only way to solve it is to play by your own rules. To get results, you must use or abuse your authority—as you see fit.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Who's Who in NYC

Isaiah "The King" Reed: Marcus' Father, NY Kingpin/Prison Informant

Detective Terrence "Terry" Higgins: Detective 3rd Grade, Organized Crime Unit, PDNY

Victor Navarro: Chief of Organized Crime Unit, PDNY

Special Agent Gabriel Whitting: FBI Field Agent, Marcus' Contact

Lieutenant Deena Dixon: Commanding Officer, Street Crimes Unit

Major Cases

There are four major cases, each following the investigation of a particular criminal organization.

When you begin the game, you first need to solve the Magdalena Case. Once you've completed this case, the other three will be unlocked and you can progress through them in the order you choose.

Magdalena Cartel

After years of DEA takedowns and infighting among New York's drug syndicates, a shadowy organization dubbed the Magdalena Cartel has emerged. Just before his demise, Terry claimed to have made the acquaintance of Teresa Castillo, a rich benefactress, with the belief she holds incriminating info on the cartel. The Wellness Clinic in Spanish Harlem is her latest project—a good place to catch up with her.

Palermo Mob

After the takedown of the last Don, the Feds closed the book on the Italian Mafia in NY. Law enforcement seems ignorant of the fact that the business was handed down to a new Don—supposedly, a college-educated "made man." Terry figured the best way in was Gino "Sticky Fingers" Deluca. If Marcus can make Gino sing, he should be able to follow the money trail all the way to the top.

Presidents Club

The Presidents Club is a relatively new organization, having emerged only four years ago. Terry learned the leadership of the gang is made up of five men using the names of presidents featured on currency bills: Lincoln, Hamilton, Jackson, Grant and the leader, "Benjamin," who enjoys the irony that Ben Franklin never actually was president.

Shadow Tong

Over the past decade, Uncle Benny ruled Chinatown using a healthy balance of force and wisdom from a secret location, known only as the "Chamber." However, following his mysterious disappearance last year, a new leader has taken over the Tong. They terrorize the area by extorting ever-higher tributes, running sweatshops and engaging in the knockoff trade.

Confidential Informants

In real-life investigations, CI's are considered to be one of the best sources of reliable information. These individuals are people from all walks of life, from criminal kingpins to cab drivers.

Over time, Marcus will be introduced to a select criminal element willing to enter into information-sharing pacts with him. These colorful characters can provide leads

when in a jam, and offer Marcus quick moneymaking opportunities by propositioning him with shady tasks.

Street Racing

You must work your way up through the illegal street racing circuit. As you advance through the ranks, you'll eventually have a final showdown against the race promoter, Eva. If you beat Eva, you can arrest her and close the case. You can then opt to turn in your winnings to the police as evidence or "launder" them at a pawnshop.

Fight Arenas

You must work your way up through the illegal fight arenas circuit. As you advance through the ranks, you'll eventually have a final match with the fight promoter, Shane. Should you defeat Shane, you can arrest him and close the case. You can then opt to turn in your winnings to the police as evidence or "launder" them at a pawnshop.

City Crimes

Every city has crime, and NYC is no exception. As Marcus moves through the city, he'll frequently receive calls from dispatch informing him of nearby crimes. It is up to you to either ignore the call or respond and resolve the crime. Solving city crimes contributes to reducing crime rates in the city's neighborhoods—cleaning up Manhattan. Additionally, it helps get you promoted!

Main Menu

New Game

Follow the on-screen prompts to start a new game.

Load Game

Select to load a previously saved game.

Options

Select to make changes to a variety of settings in the game, such as sound volume, music volume, vibration, etc.

Controls

Control	Driving	Fighting
left analog stick	Steer Left/Right	Move
right analog stick	Look Left/Right/Rear	Camera Control
⊗ button	Gas	Light Attack
▣ button	Brake/Reverse	Heavy Attack
◉ button	Handbrake	Grapple
△ button	N/A	Jump
L1 button	Target Lock/Toggle	Target Lock/Toggle
L2 button	Get In/Out/ Commandeer Vehicle	Pick Up Weapon/ Object Action
R1 button	Fire Weapon	Pull Out Firearm
R2 button	Handbrake	Block
↑ directional button	Change Camera	Melee Weapon Mode
↓ directional button	N/A	Shooting Mode
→ directional button	Next Song	Switch Fighting Style
← directional button	Restart Song	Switch Fighting Style
L3 button	N/A	Crouch/Uncrouch/ Wall Hug
R3 button	Precision Aim	Precision Aim
SELECT	Horn/Siren	Badge Warning

Game Screen

Vehicle Icon—The vehicle icon in the lower right corner of the screen shows your vehicle's damage status. Any red on the Vehicle icon indicates where your car has taken damage. The more red the Vehicle icon, the more damage your vehicle has sustained. When the icon starts flashing, your vehicle is about to explode!

Player Health Icon—The Player Health icon in the bottom right corner of the screen shows your health status. Any red on the Player Health icon indicates damage. The more red the Player Health, the more damage you have sustained.

Endurance—The Endurance meter located to the right of the Player Health icon shows your stamina. A full white bar indicates 100% stamina. The more combat moves you perform, the faster your stamina drains. Once you're out of stamina, you'll momentarily double over to catch your breath. Speed up the process of regaining stamina by "wiggling" the left analog stick left and right rapidly.

Rank Meter—The Rank meter located to the left of the player icon shows your current detective ranking. The badge fills up with career points as you tackle city

Shooting	Stealth	Melee Weapons
Move/Strafe	Move	Move
Aim	Camera Control	Camera Control
Pistol-whip	Uppercut	Light Melee Attack
Pistol-whip	Uppercut	Heavy Melee Attack
Grab Human Shield	Grapple/Sleeper	Grapple
Jump	Jump	Jump
Target Lock/Toggle	Target Lock/Toggle	Target Lock/Toggle
Pick Up Weapon/ Object Action	Pick Up Weapon/ Object Action	Pick Up Weapon/ Object Action
Fire Weapon	Pull Out Firearm	Throw Melee Weapon
Reload	N/A	Block
Fighting Mode	Melee Weapon Mode	Shooting Mode
Melee Weapon Mode	Shooting Mode	Fighting Mode
Toggle Prim. Firearm	Toggle Prim. Weapon	Toggle Prim. Weapon
Toggle Sec. Firearm	Toggle Sec. Weapon	Toggle Sec. Weapon
Crouch/Uncrouch/ Wall Hug	Crouch/Uncrouch/ Wall Hug	Crouch/Uncrouch/ Wall Hug
Precision Aim	Precision Aim	Precision Aim
Gun Warning	Badge Warning	Badge Warning

crimes and big cases. Note that the lower your rank number is, the higher rank you are, with Detective Rank 1 being the best rank you can get.

Rogue Meter—The Rouge meter is located to the left of the career meter. This meter indicates how far you have "gone rogue." This meter fills up if you kill innocents. The more it fills up, the more aggressively law enforcement will come after you.

Mini-Map—Use the mini-map in the bottom left corner of the screen to navigate around New York City. Follow the color-coded arrows to destinations.

Street Indicator—The top middle icon shows you what street you're heading down. Cross streets appear momentarily just below the main street icon. Note that the lower icon also depicts the direction traffic is flowing if it's a one-way street.

Special Attack Meter—When an enemy is stunned, the Special Attack meter appears on the bottom of the screen. Press the Attack buttons as quickly as possible to unleash a powerful special attack on the enemy.

Tail Meter—In a number of missions, you must tail suspects. The Tail meter appears in the top right corner of the screen. It measures how close you are to the suspect, as well as how suspicious the suspect is of being followed.

Cash Balance—The cash balance below the player icon displays how much money you have.

Targeting Reticule—The targeting reticule appears whenever you pull out a firearm. It's always locked in the center of the screen.

Interrogation/Extortion Meter—The Interrogation/Extortion meter appears whenever you begin interrogating or extorting someone. This meter is located in the top left corner. Try to get someone to "break" by getting the cursor in the green section of the meter three times in a row.

Mode Select—The icons located in the top right corner represent what mode you're in. You can toggle between hand-to-hand fighting, melee weapon combat and shooting modes. In melee weapon combat and shooting mode, the icon on the right represents the primary weapon and the icon on the left, the secondary weapon.

Pause Menu

Press the **START** button to access the Pause Menu. Use the directional buttons to access all menu screens.

Save/Load

Save your game, load a game or start a new game.

Options

Change the controls, audio and display settings.

Status

Check your objectives, game completion, career, evidence and case select information.

City Map

Check the crime rates of the various neighborhoods and access a map of New York City that displays where you're currently located and pinpoints the location of your objective. You can also set a custom waypoint to navigate to.

Music Player

Customize the music tracks in the game. The tracks are played while driving and are randomized base on your "favorites" settings.

Driving

While driving, you can shoot from the vehicle by pressing the **R1** button. Hold the **L1** button to auto-target, or for even greater accuracy, press the **R3** button to go into Precision Aim. Try shooting out tires or go for a gas tank shot.

Commandeering Vehicles

Press SELECT to flash your badge. After the driver gets out of the vehicle, walk up to either side of the vehicle and press the **L2** button to get in.

Camera

Press right or left on the right analog stick to position the camera to the side of the vehicle (great for drive-bys). Press down on the right analog stick to look back (rearview).

Change camera views by pressing the ⬆ directional button (three views).

Trunk

You can access your Storage Inventory at any time by opening the trunk of any of your purchased vehicles. When you approach the trunk and press the **L2** button, a menu screen will appear so you can equip Marcus with a limited set of firearms and melee weapons from the available items. All your firearms will automatically be reloaded here as well.

Advanced Driving Skills (Upgrades)

Insta Turn—While driving, turn left/right + double-tap the ◉ button (Handbrake) while holding Gas. (Rank 5 upgrade.)

Switchblade—While driving, turn left/right + double-tap and hold the ◉ button (Handbrake) while releasing Gas. (Rank 4 upgrade.)

Peel-Out—While driving, double-tap and hold the ⊗ button (Gas). (Rank 3 upgrade.)

Side Wheelie—While driving, quickly tap left/left on the left analog stick + double-tap and hold the ⊗ button (Gas). This pops the vehicle up onto the two left wheels. Quickly tap right/right on the left analog stick + double-tap and hold the ⊗ button (Gas) to pop up onto the two right wheels. (Rank 2 upgrade.)

Nitro Boost—While driving, press the ⊗ button three times quickly to get a quick boost of acceleration. (Rank 1 upgrade.)

Motorcycle Tricks

Peel-Out—While riding, double-tap and hold the ⊗ button (Gas).

Wheelie—Pull back on the left analog stick while riding.

Endo—Press forward on the left analog stick while riding, then hold the ◉ button (Handbrake).

Fighting

General

To get into hand-to-hand fighting mode, keep pressing the ⬆ or ⬇ directional button until the Mode Select icon is showing a silhouette of a fighter.

Fighting Styles

There are five different fighting styles: Street Brawling, Karate, Wu Shu, Tae Kwon Do and Thai boxing. Once all of them have been acquired, switch between them on the fly by pressing the ⬅ or ➡ directional button.

Special Attacks

Marcus can perform a variety of different special attacks on enemies once they've been sufficiently stunned with three light attacks. The Special Attack meter appears at the bottom of the screen, and depending on how many times the ⊗ and ▣ buttons are pressed, progressively more powerful special attacks will be unleashed.

Reversals

Marcus can reverse an incoming enemy attack by holding Block + pressing Grapple at the split second the enemy's attack is about to connect. The reversals tend to be of the bone-breaking type.

Melee Weapon Styles

To enter melee weapon fighting mode, pick up a melee weapon or press the ⬆ or ⬇ directional button until the Mode Select icon displays a melee weapon. Switch melee weapons by pressing the ➡ directional button, or even dual-wield certain melee weapons by pressing the ⬅ directional button. Note: You need to have at least two dual-wield-capable melee weapons in your possession.

Environmental Hazards

Like in real life, you can use the environment to your advantage during fights. Simply grapple an enemy, then drag them to a nearby environmental hazard and a prompt will appear to press or hold the ⊗ button to activate. Some environmental hazards are one-shots, meaning once they've been used, you can't use them again. Others you can utilize over and over again.

Shooting

To access Shooting mode, keep pressing the ⬆ or ⬇ directional button until the Mode Select icon shows a firearm.

Fire—Press the R1 button to pull out a firearm and to fire.

Reloading—Press the R2 button to reload your weapon.

Auto Lock—Hold the L1 button to auto-lock on the closest target. Release and press the L1 button again to toggle through targets. Alternatively, you can move the right analog stick while holding down the L1 button to select a new lock-on target.

Pick Up Weapon—Press the L2 button when prompted to collect enemy weapons that have been dropped.

Pistol Whip—Press the ⊗ or □ button to pistol whip an enemy. You must have a firearm in your hand.

Dual Wield—Press the ← directional button to cycle through your secondary (left hand) weapons. To dual wield, you need to have already selected a small firearm for your primary (right hand) weapon and have at least one additional dual wield-capable firearm in your possession.

Precision Aim—To activate, press the **R3** button to see the target reticule. Use the right thumbstick to aim at a target. While in Precision Aim, hold the L1 button for more precise targeting. When the reticule turns blue, you can fire a neutralizing shot to take down the target in a non-lethal way.

Gun Dive—Move in a direction and double tap the △ button to perform this maneuver. You can upgrade your skills to further slow down time during gun dives.

Advanced Shooting Skills (Upgrades)

As you rank up through the police department by earning promotions, you'll be able to access new techniques to take down suspects.

Precision Aim Zoom 2x—Zoom two times the normal distance. (Rank 5 upgrade.)

Slo-Mo Gun Dive—Double-tap the △ button to perform a gun dive in slow motion. (Rank 4 upgrade.)

Precision Aim Zoom 4x—Zoom four times the normal distance. (Rank 3 upgrade.)

Precision Aim Assist—Increased precision point detection. (Rank 2 upgrade.)

Slo-Mo Gun Dive 2x—Double-tap the △ button to perform a gun dive in super slow motion (two times slower). (Rank 1 upgrade.)

Stealth

Press the **L3** button, and while crouching, approach an enemy from behind and press the ○ button to grapple.

Press the ○ button to knock the enemy out with a sleeper hold. ("Good cop.")

Press the ⊗ or □ button to break the opponent's neck! ("Bad cop.")

Rank Promotions

When you begin the game, you're ranked as a Detective, 5th grade—the lowest rank. Your current rank is represented by the Shield icon in the lower right corner of the screen. As you progress, you can "rank up" by earning career points—all the way to Detective, 1st grade. Actions such as solving city crimes, confiscating contraband and taking it the police evidence locker or arresting and defeating perps will earn career points. When you defeat a perp, you'll see white points displayed on the screen. Earned career points appear in white above the Player Health icon on the screen.

However, if you kill innocent civilians, extort clerks or use illegal contraband for illicit purposes, you'll receive "bad cop" points. Bad cop points appear in red above the Player Health icon on the screen. Bad cop points also cause the Rogue meter to increase. Blue points are given for "good cop" behavior and appear above the Player Health icon.

Currency System

Legitimate Cash

Legitimate cash can be earned by collecting your pay at police headquarters and going up in rank. You can also collect your pay and perform other police actions at police booths found throughout the city.

Illicit Cash

You can earn illicit cash by confiscating contraband and selling it at pawnshops, extorting shop keepers or issuing bogus traffic tickets.

Upgrades

Once you're out in the city, you can buy street cars (which will be added to your vehicle inventory), car modifications, weapons and fight styles, as well as additional "material goods" (e.g., clothing, hairdos, food and music). Some items are available throughout the city: all you need to do is find a shop you like, or that you can afford. Remember, if you don't have enough cash, you might have to go to a cheaper store.

Gun Shops—When you approach the clerk and press the L2 button, a menu screen will appear offering illicit firearms and melee weapons. Different shops carry different inventories. Purchased firearms are permanently added to your Storage Inventory.

Pawnshops—Used to sell contraband and launder illicit cash.

Dojos—When you approach the sensei and press the L2 button, a menu screen will appear offering brief information about the style taught at the studio and the cost of learning that style. You can also purchase special moves and weapons at the multiple dojos throughout the city. Learned styles become a permanent part of your combat repertoire, however, you can only own four learned combat styles at a time.

Career

As described in Rank Promotions, you can obtain new police cars and weapons at a significant discount once you earn the required rank. These items can be purchased in the police armory and garage at police headquarters. When you have the required number of career points, go to the payroll window for your promotion. Once you've received your new rank, you can visit the armory and garage to buy some new goodies!

Police Armory—When you approach the armory clerk and press the L2 button, a menu appears showing police-sanctioned firearms and melee weapons. Newly unlocked weapons and skills are highlighted in white to indicate they can be purchased. Purchased weapons are permanently added to your Storage Inventory.

Police Garage—When you approach the garage clerk and press the L2 button, you'll see a menu with available police-sanctioned vehicles as well as civilian vehicles. Newly unlocked cars and skills are highlighted in white. Once you've purchased a vehicle, the garage clerk can fetch it for you and you can go into the garage to drive it out onto the street.

Evidence Window—When you approach the Evidence Window and press the L2 button, a menu appears showing the evidence you've confiscated. You can turn this evidence in for career points or hold onto it and sell it at pawnshops for illicit cash.

Payroll Window—When you approach the Payroll Window and press the L2 button, you'll see the career points and salary you've earned since you last collected your pay. If you've gained enough career points to earn a promotion, you'll get a performance bonus and new rank. If you choose to collect your pay, it will be added to your cash. Don't spend it all in one place!

Note: You should save your game often. If you die in the city, you'll respawn where you were killed, but you'll lose all progress and items obtained since your last save.

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